

Problem Statement -1

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <h1>MEAN Stack</h1>
  <p> Functions and functions_and_prototypes Demo </p>
  <script src="functions_and_prototypes.js"></script>
</body>
</html>
```

```
// function constructor
function Employee(name, designation, yearOfBirth){
  this.name= name;
  this.designation= designation;
  this.yearOfBirth= yearOfBirth;
}

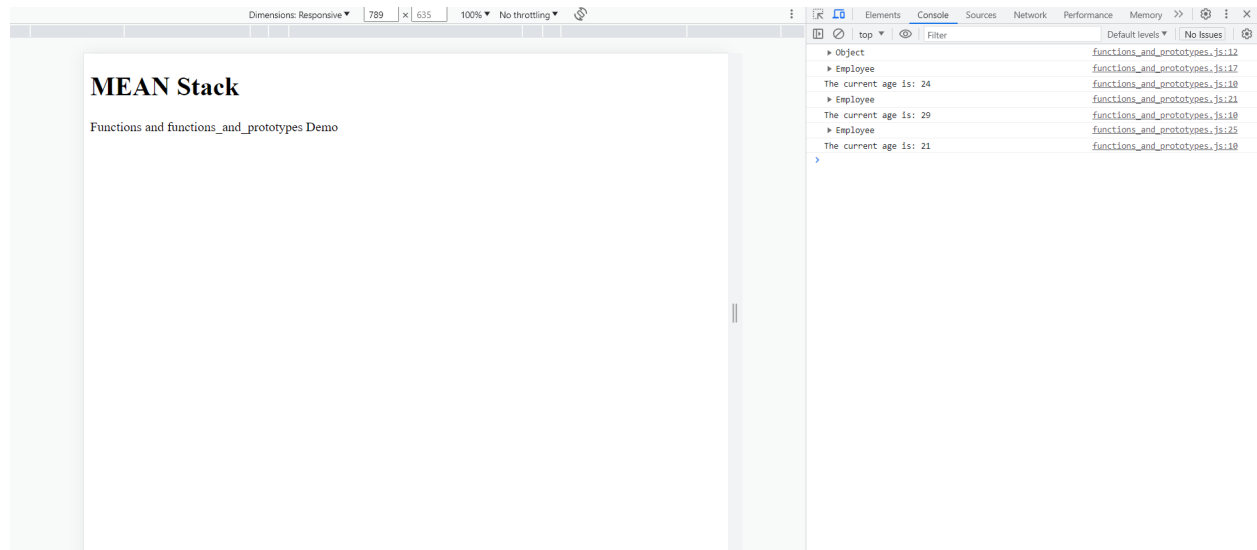
// creating calculateAge() method to the Prototype property
Employee.prototype.calculateAge= function(){
  console.log('The current age is: '+(2019- this.yearOfBirth));
}
console.log(Employee.prototype);

// creating Objects
let Emp1= new Employee('Alex', 'Junior Tester', 1995);
console.log(Emp1) ;
Emp1.calculateAge();

let Emp2= new Employee('Dexter', 'Senior Software Developer', 1990);
console.log(Emp2)
Emp2.calculateAge();

let Emp3= new Employee('Annie', 'Junior HR', 1998);
```

```
console.log(Emp3)
Emp3.calculateAge();
```



Problem Statement -2

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <h1>MEAN Stack</h1>
  <p> Functions Demo </p>
  <script src="function.js"></script>

</body>
</html>
```

```
var x = (2 * 3) + 5;
    var y = 3 * 4;

    var result = myFunction(2,3);
```

```

console.log(result);

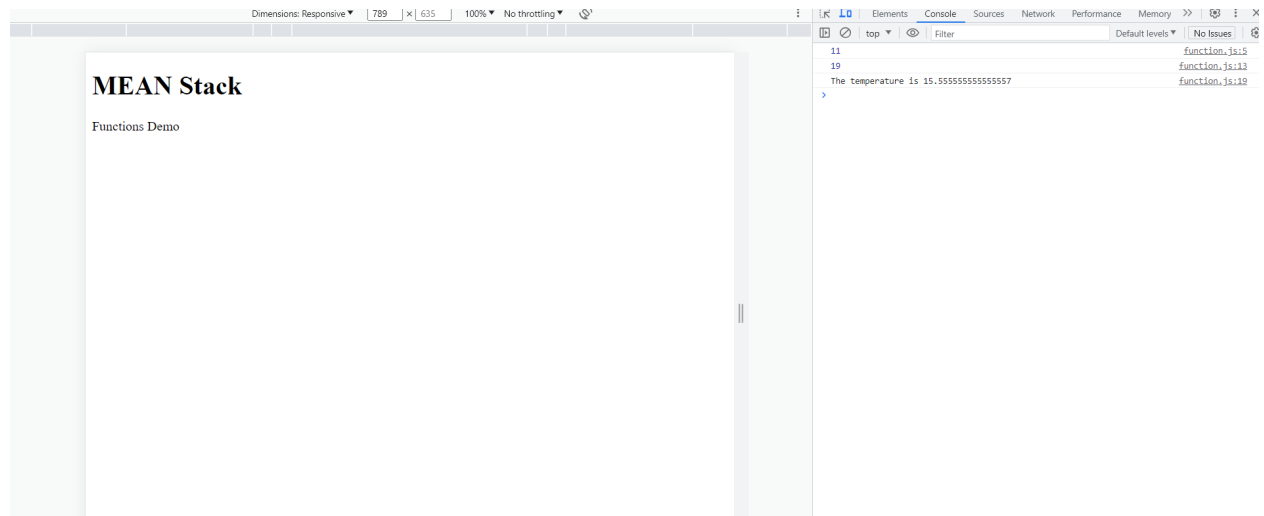
function myFunction(num1, num2) {
  var a = num1 * num2;
  var b = num1 + num2;
  return(a + b);
}

console.log( myFunction(3, 4));

function toCelcius(f){
  return (5/9) * (f-32);
}

console.log("The temperature is "+ toCelcius(60));

```



Problem Statement -3

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>

```

```
<h1>MEAN Stack</h1>
<p> Callbacks and Closures Demo</p>

<script src="IIFEs_Callbacks_Closures.js"></script>

</body>
</html>
```

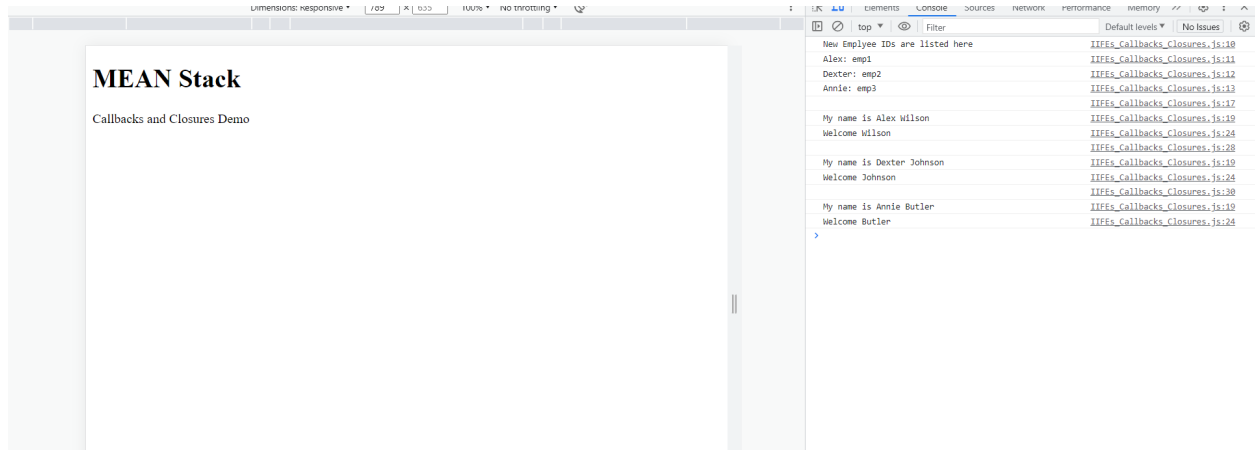
```
//IIFE and Closure
const empId = (function() {
  let count = 0;
  return function() {
    ++count;
    return `emp${count}`;
  };
})();

console.log("New Employee IDs are listed here");
console.log("Alex: "+empId());
console.log("Dexter: "+empId());
console.log("Annie: "+empId());

//Callbacks
console.log("\n"); //to start the output from the neext line
function fullName(firstName, lastName, callback){
  console.log("My name is " + firstName + " " + lastName);
  callback(lastName);
}

var greeting = function(ln){
  console.log('Welcome ' + ln);
};

fullName("Alex", "Wilson", greeting);
console.log("\n");
fullName("Dexter", "Johnson", greeting);
console.log("\n");
fullName("Annie", "Butler", greeting);
```



Problem Statement -4

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <h1>MEAN Stack</h1>
  <p> Maps and classes Demo </p>
  <script src="maps_and_classes.js"></script>
</body>
</html>
```

```
var map1 = new Map();
map1.set("first name", "Robb");
map1.set("last name", "Stark");
map1.set("friend 1","Bran")
    .set("friend 2","Arya");
console.log(map1);
console.log("map1 has friend 3 ? " + map1.has("friend 3"));
console.log("get value for key = friend 3 - " + map1.get("friend 3"));
console.log("delete element with key = friend 2 - " + map1.delete("friend 2"));
map1.clear();
```

```

console.log(map1);
class Employee
{
    constructor(id,name)
    {
        this.id=id;
        this.name=name;
    }
    detail()
    {
        document.writeln(this.id+" "+this.name+"<br>")
    }
}
//passing object to a variable
var e1=new Employee(101,"Michael");
var e2=new Employee(102,"Bob");
e1.detail();
e2.detail();

```

The screenshot shows a web browser window with a page titled "MEAN Stack". Below the title, it says "Maps and classes Demo". The page content displays two lines of text: "101 Michael" and "102 Bob". To the right of the browser window, the Chrome DevTools console is open, showing the following log messages:

- map1 has friend 3 ? false (maps_and_classes.js:6)
- get value for key = friend 3 - undefined (maps_and_classes.js:8)
- delete element with key = friend 2 - true (maps_and_classes.js:10)
- map1 (maps_and_classes.js:11)